DIGITAL LIFESTYLE ZINE COVERING EDITING, MUSIC , PHOTOS & 3D $3.95

NewsTek

Issue #1 Collectors Item

Focused on Products from Newtek Inc, The Digital Lifestyle & Just a Dash Of Amiga/MorphOS

WARNING We Can't Guarantee That Humor Will Not Be Included

THIS ISSUE

Exclusive Interview With Eric Graham, Creator of Juggler & Sculpt Animate 4D

P.H.O. The Movie, It Will Change The Way You Shop For Food Forever!

VT[4] Reviewed By Hottie!

DV Chips Reviews Premiere!

iPod Preview !

PowerMac Dual 2.5 Ghz G5 Preview!

LightWave 3D 8.1 Preview

Amiga OS 4.0 Preview!

MorphOS Preview!

ManiaTV Preview!

NEWSTEK IS AN INDEPENDENT PUBLICATION AND HAS NO RELATIONSHIP TO NEWTEK

NewsTek

A seriously humorous Newsletter/Zine/Magazine/PDF about the digital video industry & Newtek.

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Executive Editor: Open, want it?

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Hardware: Amiga 4000T 060, Pegasos II running MorphOS
Sony Vaio VT[4] System
PowerMac Dual G5 2.5 Ghz

Software: Pagestream 5.0 Pro Amiga & Mac OS version.

Why we exist

Like most of you we got very tired of looking at the NewtekPro website for years and years dreaming of another issue coming out. When it was announced that the magazine was being taken over by the worlds most famous Toaster Guy we again had hopes for another issue, we prepaid after all. But that was about three years ago. We got tired of waiting and set in motion an evil master plan so that the next magazine that gives Newtek Inc. the coverage they deserve does not get cancelled.

That was the birth of NewsTek! It can't be cancelled and cease publication because we control it. Also, if we become popular we too can charge outrageous advertising fees! And we can't get burned out because it is published when we feel like it. Better hope that there's not too many good shows on TV or the next issue will be delayed!

-BILL PANAGOULEAS

"Video Editing with Attitude! " Candy: KewlFX Product Representative.

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THIS ISSUE

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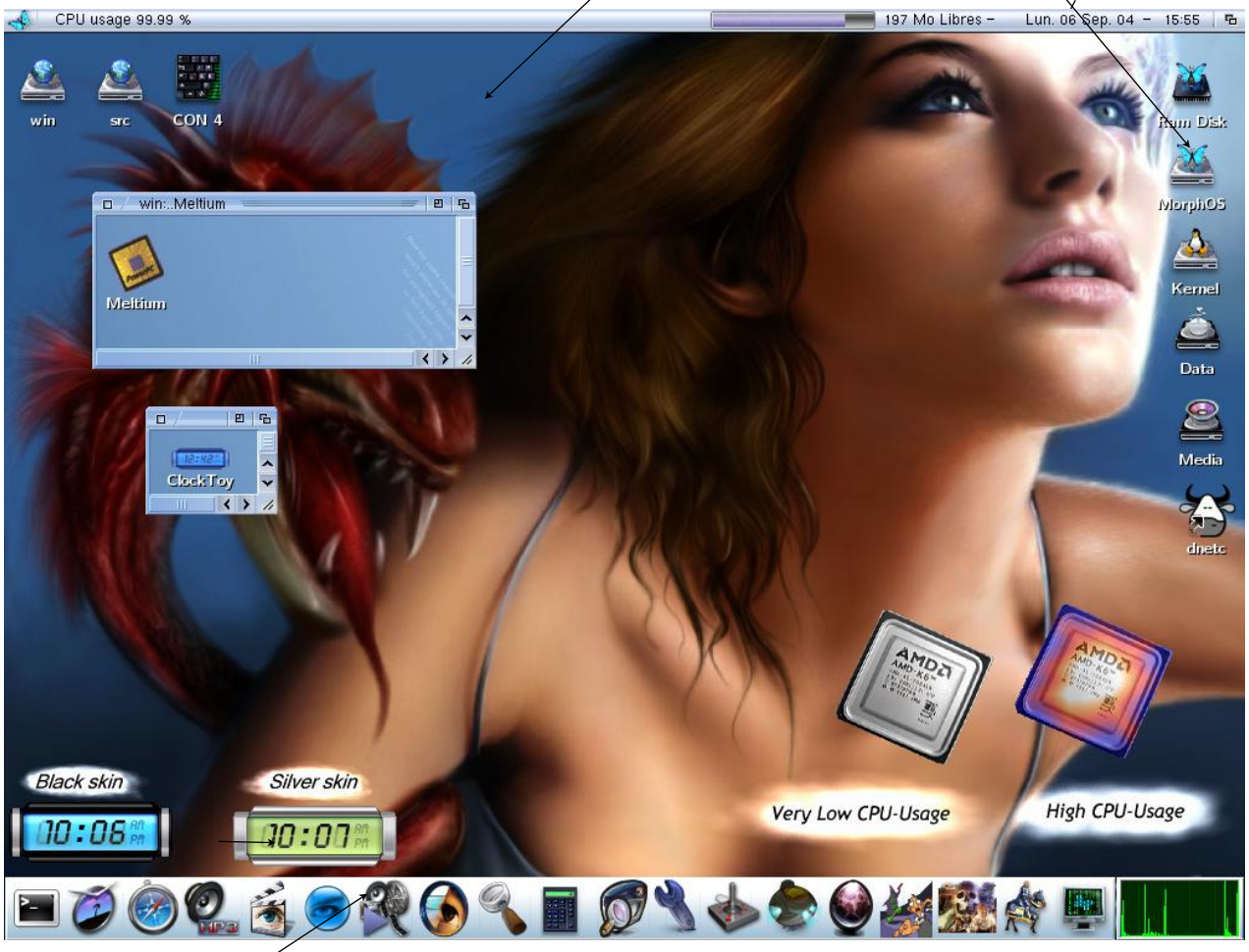
Shocking fact of the month, not Mac OS X but MorphOS 1.4.1.

MorphOS is an Amiga like operating system that allows you to run many Amiga software applications and MorphOS programs on a G3 & G4 PowerPC processor within a Pegasos II Computer.



MorphOS, Preview

MorphOS, A Detailed Background

Combining scalability, performance and ease of use into a single package, MorphOS steps onto the scene delivering the rewarding computer experience that has been long promised. With a beautifully designed user interface, as well as a modular system design, MorphOS provides the embodiment of years of OS development.

Started originally in 1999, MorphOS has evolved into far more than just the original design goals as well. With its low memory footprint, highly optimized code, and object oriented nature, MorphOS has become the primary OS for many people. Providing rich media performance, scalable architecture and an easy to use interface, MorphOS provides the rich user experience that has been lacking from major OS's these past few years. Fitting in anywhere, from a set top box to multimedia workstations, MorphOS has surpassed the promises of its designers, and become a remarkable next step for computing.

MorphOS is a carefully crafted blend of new ideas with tried and true techniques, all based around the remarkable new micro-kernel, Quark. Inspired by the efficiency found in the original Commodore Amiga and its remarkable multitasking OS, MorphOS brings a whole new dimension to personal computers. Designed from the ground up with the concept of shared resources from day one, MorphOS provides the ability to build up applications using shared system components. This efficient use of resources allows MorphOS a tight integration with software. As a result, MorphOS combines the elegance and efficiency of the older design with the power and performance of other operating systems.

In addition, for more modern applications, MorphOS offers features among the most prized in the field. With a fully object oriented desktop, MorphOS provides a low memory footprint without sacrificing the features one has come to expect on a modern operating system. From preemptive multitasking to multimedia datatypes, MorphOS has it all, elegance, speed and scalability.

----MorphOS Team

We Need You To Write For NewsTek!

Welcome to the very first issue of Newstek! You might find this issue a little light since we have not yet assembled our team of professional writers, artists and elitist smug editor's! Fear not though with your help Newstek will become your number one resource for video editing, effects and whatever else we can think of to throw in here to fill some space. We have put together a little FAQ for all you budding authors/ editors out there to answer any and all questions.

I. Question: How can I become a contributor to the Newstek ultimate Newsletter/Zine/Magazine/PDF/Unofficial Newtek resource?

Answer: Send your bio, experience, story ideas, used Video Toaster 4000 cards and/or lots of money if you have it handy to newstek@discreetfx.com

II. Question: If I am accepted how much will I be paid?

Answer: You will be paid the same thing that we are, absolutely nothing. But if and when the magazine becomes more formal with lots of advertisers parting with their hard earned money and newsstand distribution you can retire to the Bahamas or Philippines with us to drink Mia Tai's and relax.

III. Question: What kind of articles are you looking for?

Answer: Camera reviews, VT[4] plug-in product reviews, new digital effects software that compliments Lightwave 3D and/or VT[4], Amiga OS 4.0 & MorphOS reviews. And any other wild thoughts you can put to digital paper. Keep in mind our Amiga/MorphOS coverage is only about 10% of the zine so don't only flood us with those types of articles.

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The Competition

Video Toaster User: DECEASED

Not competition at all, this great publication covered the desktop video industry in it's infancy in the early and mid 1990's. Magazine was started by Lee Stranahan and perfected by Jim Plant and Avid Publications. They were not afraid to mention the *A word.

Newtekniques: DECEASED

Born from the ashes of Video Toaster User this publication focused on Newtek and video editing hardware/software products and was very slick and well done.

NewtekPro: DECEASED

Extensive coverage of all things Newtek, like Video Toaster [2] and Lightwave 3D. The website is still up but what happened to this well done publication is still a mystery.

Keyframe: MERGED

This magazine had extensive tutorials for Lightwave 3D and VT[3] coverage. Even one of the designers of the Video Toaster (Brad Carvy) had a monthly column. Not competition and not cancelled this publication was merged with HDRI 3D.

HDRI 3D: AVAILABLE

We have not had a chance to order an issue of this magazine but will do so soon. It is from the makers of Keyframe so it should be a great mag especially if your on the hunt for great tutorials. Covers most 3D programs and some VT[4] coverage.

Amiga World: DECEASED

A great general purpose American Amiga magazine that was the first to cover the release of the Video Toaster way back in 1990/1991.

Total Amiga: AVAILABLE

Since Newstek is a digital video news focused publication our Amiga/MorphOS coverage is only about 10%. Not to worry if you need more of your Amiga/MorphOS fix, this magazine from the UK has you covered.

*A Word: Amiga Computer system, often neglected to be mentioned as the first affordable computer that started the 3D animation, graphics, photo editing, video editing revolution on computers. Many popular software titles like Lightwave 3D began on Amiga.

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VT[4] Review

It's Hot, It Rocks, Buy it NOW!

By Hottie

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Essential Links

http://www.newtek.com - Most high, the developer of the VT[4], TriCaster & Lightwave 3D 8.0.

http://www.amiga.com - Current holder of the Amiga brand intellectual property.

http://www.genesi.com - Makers of the Pegasos II computer running Linux & MorphOS

http://www.sharbor.com - Essential Dealer for all your digital video, graphics, 3D needs.

http://www.novadesign.com - Cinematte for Windows & Mac, ImageFX for Amiga/MorphOS or PC/Mac running Amiga Forever.

http://www.apple.com - Currently the fastest way to run Lightwave 3D 8.0, the 2.5 Ghz Dual 64bit PowerMac G5.

http://www.amiga.org - Amiga fan site with over 5000 members.

http://www.amigaworld.net- Amiga fan site with over 5000 members.

http://www.morphzone.org - Essential MorphOS & Pegasos II fan site.

http://www.news.com - Daily updates of important news in the tech industry.

http://www.slashdot.org - Huge Linux fan site but also covers new cutting edge technology.

http://www.osnews.com - Alternate operating system website. Covers leading developments in new and old operating systems. Linux, Windows XP, Mac OS X, SkyOS, MorphOS, Amiga OS 4.0, BeOS and many more

http://www.windowsupdate.com - For those very important Windows 2000/XP updates to fix security flaws, patch hacker prone weaknesses & keep Windows up to date.

http://www.discreetfx.com - Developer of plug-ins and DVE's (digital video effects) for VT[4] & Flyer.

Got an essential link you would like to share so it can be in the next issue? Please let us know.

WORLD EXCLUSIVE

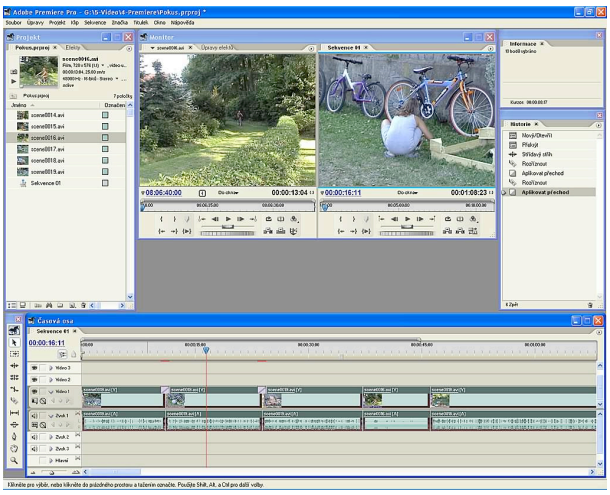
DV Chips Reviews Premiere

(Views expressed by columnist belong to reviewer and are not necessary the opinions of Newstek magazine and its staff.)

I tried to keep an open mind as I slowly double clicked on the Premiere icon. I was able to contain my excitement and glee since I had already used the program briefly in the past.

DV Chips

Bio: Anonymous writer that enjoys writing about the worse available DV software he can find. DV's bad attitude can be refreshing in a jaded kind of way.



It has been included for free with the last three computers I had purchased. After a few minutes I was greeted with a interface that only a programmer that knew nothing about video editing or NLE's could love. I captured some footage and began a long edit but my audio got out of sync. I could not delete this program fast enough!

RESULTS:

OVERALL SCORE: 10% (F)

PROS: It's cheap or free

CONS: It shows

Maybe DV Chips will not be so brief in his next review! (Editor)

Digital Lifestyle Lust Of the Month

We are very excited about Sony's brand new HDR-FX1 & HVR-Z1 HDV professional camcorders. At around $3000 & $5000 each these High-Def affordable units bring high quality film making to those on a budget. The more expensive unit even supports DV-CAM in addition to Mini-DV. Both cameras can upload a SD (Standard Definition) and HDV (Sony's new low end Hi-Definition) over a standard i-Link/Firewire cable to your computer. Even if your final production is in Standard Definition, it pays to capture it at the highest quality that you can afford. We will be investigating one or both of these in a later issue. We have been lusting after both of these for a few months and we are trying to secure one from Sony for review, or we may just have to buy it outright since we need it for our documentary. There is a a debate going on about the HDV spec and the fact that it is not full HD quality. Sony managed to squeeze an HD signal onto standard Mini-DV tape so I am sure they had to cut corners somewhere.

The quality of both cameras is outstanding though and it will probability go on to sell a ton, just like the VX-1000 & 2000 did in their time. If you own a VT[4] system you can still use this camera even though it is HDV. Just make sure you capture in Standard Def until Newtek has some type of solution for HDV and or HD on VT[4] or future versions of it. When buying these cameras it pays to shop around a little because prices can vary wildly from one dealer to the next. The HVR-Z1 records 1080 lines interlaced video at 60 or 50 fields per second onto MiniDV tape using the HDV high definition video specification (25Mbps MPEG2 Transport Stream). Whichever unit you choose you will be amazed at how great the video looks coming out of these awesome cameras.

-BP

ManiaTV

A Live Streaming 24/7 MTV Like TV Channel For Free Over the Internet? WOW!

Thanks to the power of VT[3] & VT[4] the creators of ManiaTV were able to succeed at their dream of launching a streaming 24/7 TV channel on the internet with true interaction with the CJ's (Cyber Jockey's) since you can chat with them via IRC right on the ManiaTV website while you watch. The station reminds me of the early days of MTV back in the 1980's. To see this internet television channel yourself just login to www.maniatv.com and it should launch automatically. You can also use the popup player and better yet chat with the CJ's in realtime to make music requests and or OTHER requests! Windows Media Player is required, sorry. It will also work with Mac OS X if you have Windows Media Player installed on that OS. It might be optimized for Windows XP though because it looks better on Windows XP for me vs a PowerMac G5, even though my G5 is a dual 2.5 Ghz G5 and has a better video display card. Look for a more in depth review of this cool channel and a interview with the founders of ManiaTV and some CJ's in a future version of NewsTek.

-BP

PEGASOS II

The Pegasos II is a MicroATX form factor motherboard for Freescale PowerPC processors. The processor sits on its own interchangeable CPU module card which allows for very simple upgrading. The speed of your computer can be upgraded by only changing the CPU card.

For the Pegasos II, Genesi uses the high-performance Marvell Discovery II System Controller featuring an internal bandwidth of 100Mbit per second. DDR RAM (Double Data Rate Read Access Memory) support is provided as well as two on-board ethernet controllers. The first delivers 1 Gigabit per second for high-speed networking and the second offers an additional 100 Megabit per second for standard performance.

Also, three Firewire ports are included (2 external, 1 internal) for connecting high-speed peripherals. There are four USB ports (2 external, 1 internal, 1 on the AGP slot). These allow for the connection of many standard peripherals such as Mouse, Keyboard, Printer, Digital Camera, etc.

Silent.

Efficient.

Cool.

Small.

No fan required.

Low Energy Consumption.

Low Heat Dissipation.

MicroATX. (236 mm x 172 mm)

There are two dual channel ATA100 connectors for attaching a total of four IDE devices, such as hard-disks, CDROM drives, DVD drives, CD/DVD burners, etc. Standard AC97 Audio is supported providing a variety of CD quality audio ports. Additionally, there is digital audio output via the SPDIF port. Moreover, there are three PCI expansion slots. One of these can be fitted with a Riser Card. Also, an AGP (1X) slot is provided for graphics cards.

In addition, there are the following ports: Floppy drive connector, Serial Port, Parallel Port, Game Port and two PS/2 ports.

Multiple Operating Systems are supported. Details can be found at:

www.pegasosppc.com

www.ppczone.org GENESI www.ppczone.org

Ok Its a Wrap!

Now Shipping

DVE Directors Cut gives you over 60 themed transitions and color wipes for your Video Toaster [2]/[3]/[4].

1. SportsFX; Including but not limited to Soccer Ball, FootBall, Helmets, Huddle, Ping Pong, Indy500, BaseBall Glove and many more. A total of 14 effects from SportsFX are included.

2. Sci-Fi FX; Including but not limited to SkyChase, Attack Robot, Art Deco Robot, Fighter, UFO, Walker and more. A total of 8 effects from this collection are included.

3. Elemental; Including but not limited to Waterfall, Ocean, Clouds, Wind, Thunder Clouds, Jet Stream and many more. A total of 10 effects from this collection are included.

4. FantasyFX; Including but not limited to Battle Axe, Walking Warrior, Dragon, Excalibur, Burning Animated Torch Wipes, Flying Animated Dragon Effects. A total of 14 effects are included.

5. Spontaneous Combustion; Including but not limited to Ultimate Explosion, Mushroom Cloud, Toon Smoke, Moving Lava, Flask Explosion, Streaking Burst, Blue Smoke and many more. A total of 14 effects from this collection are included.

More information @ http://www.discreetfx.com/DVEDC.htm

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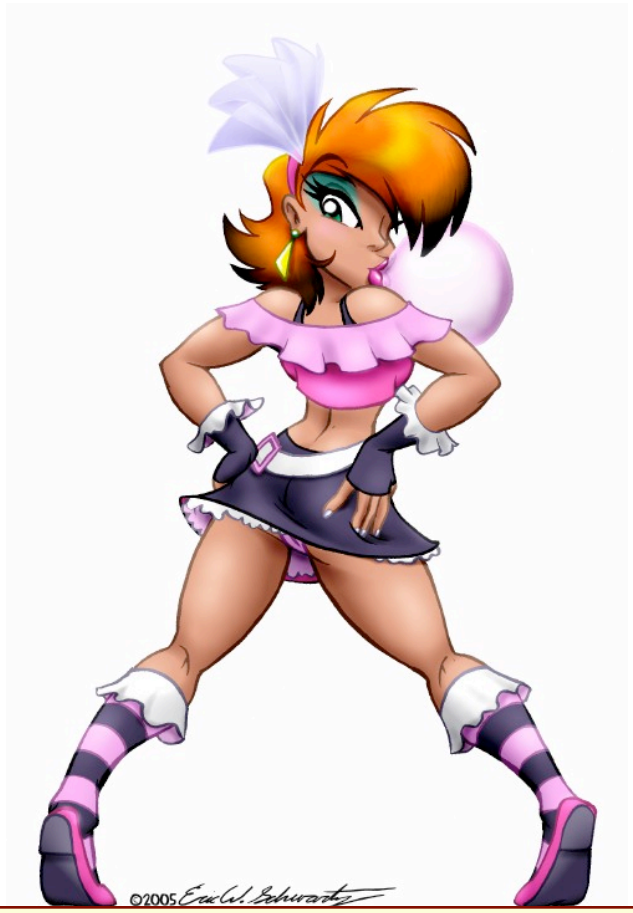

KRAZY SEXY KEWL

Lightwave Vanity Shots

HELP WANTED
Print/Mail Co. in NE has 2 positions. positi
General Accounting, data-entry Macintosh
or W95 exp. preferred.full benefits.# hone!
fax resume w/ salary req. to: 770-555-1234
- IMMEDIATE -
Electronic Service Need technical 32 NE
General Accounting, data entry Macintosh

HELP WANTED

Please submit your favorite Lightwave 3D and Video Toaster created renders so we don't have to browse the net and collect some.

MP3beamer

Your Personal Digital Music Recorder

Store ALL your music and access it from ANYWHERE!

Automatically sync with any computer running iTunes or Lsongs and load to iPods

MP3beamer

Organize all your music and listen to it anywhere

- ☆ STORE all your music
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You can access your entire library from virtually ANY location - any computer, portable device or even your home stereo.

Play on home stereo using popular media players

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Introducing MP3beamer, the world's first DMR (Digital Music Recorder) device! The MP3beamer is designed to digitize, store and broadcast your music on to any listening device, making it the ideal place to catalog and store all your music! No more losing CDs or having your music split up on several different machines. Now it's all in one place all the time!

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- **Stream to popular music managers like iTunes or MusicMatch**
- **Use with a Music Relay device to listen on your home stereo**
- **Access your music anywhere using any Java-equipped web browser**
- **Automatically sync between devices like MP3 players, laptops and more**

Getting a MP3beamer is easy!

MP3beamer machines can be purchased from several retailers and come in various price ranges and form factors. If you have an existing PC you want to convert into an MP3beamer, just purchase the software online for only $69.95 (digital; $79.95 boxed). The MP3beamer software is built on the latest Linspire Linux operating system, so you know it installs quickly and will give you stable, reliable performance.

For more information visit: www.mp3beamer.com

MP3tunes

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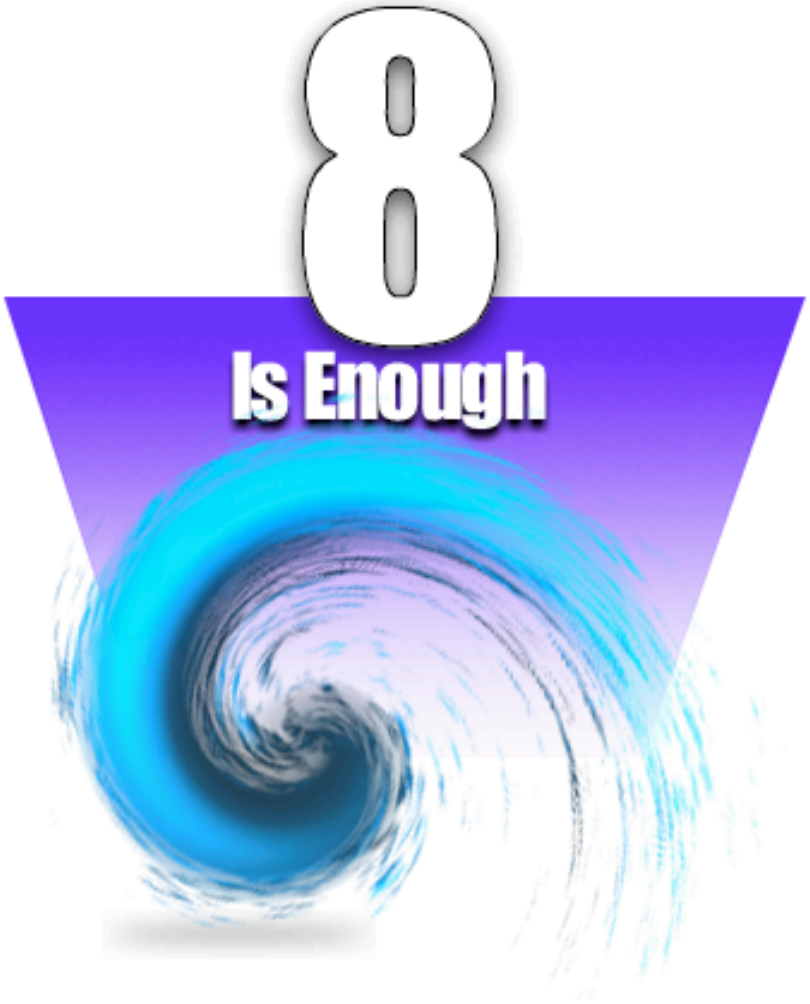
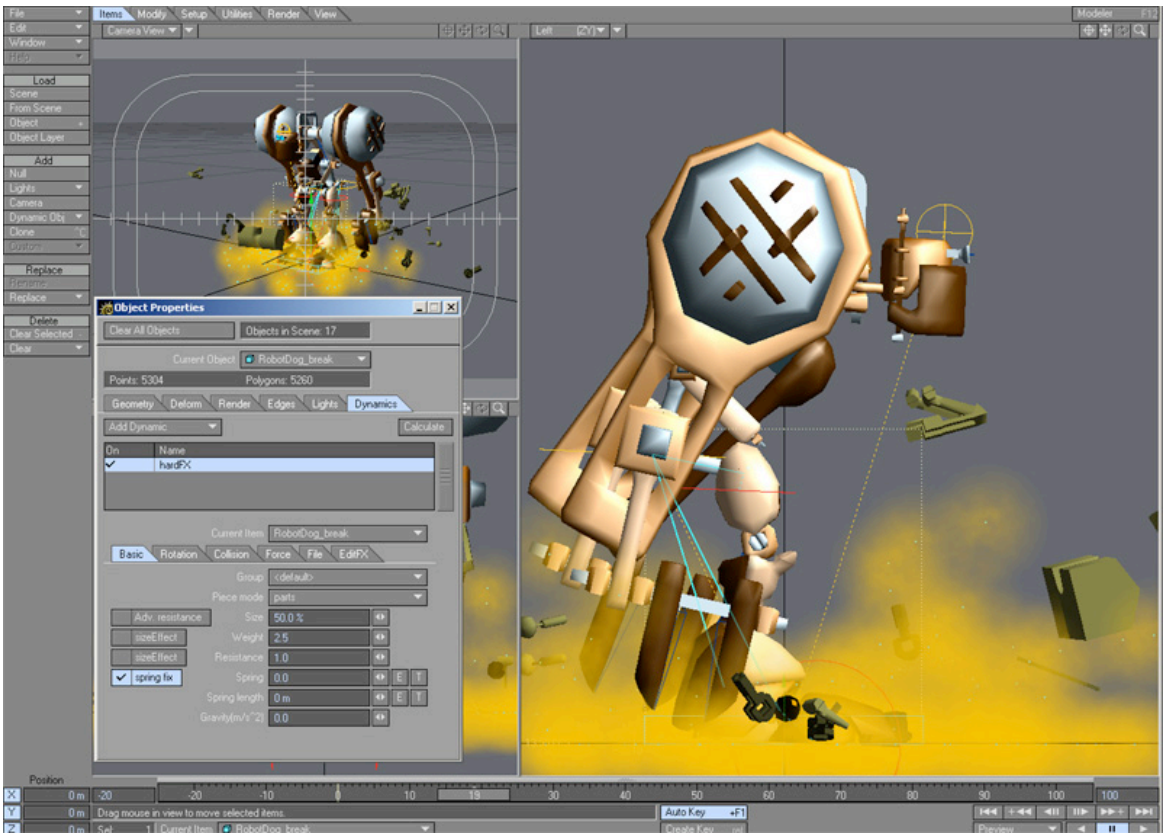


Lightwave 3D 8.1 Review

By Stephen Ellerin



Off the shelf, LightWave 3D is a complete and flexible software solution for 3D graphics and animation. Proven for years in television, film, and games, LightWave 3D also creates graphics for print, Web, industrial design, architecture, medical imaging, and other 3D needs. LightWave 3D ships with tools such as soft-body dynamics, particles, hair, and fur, plus unlimited render nodes; version 8 adds a new bone editing suite, improved character animation, and speed optimization via OpenGL support.

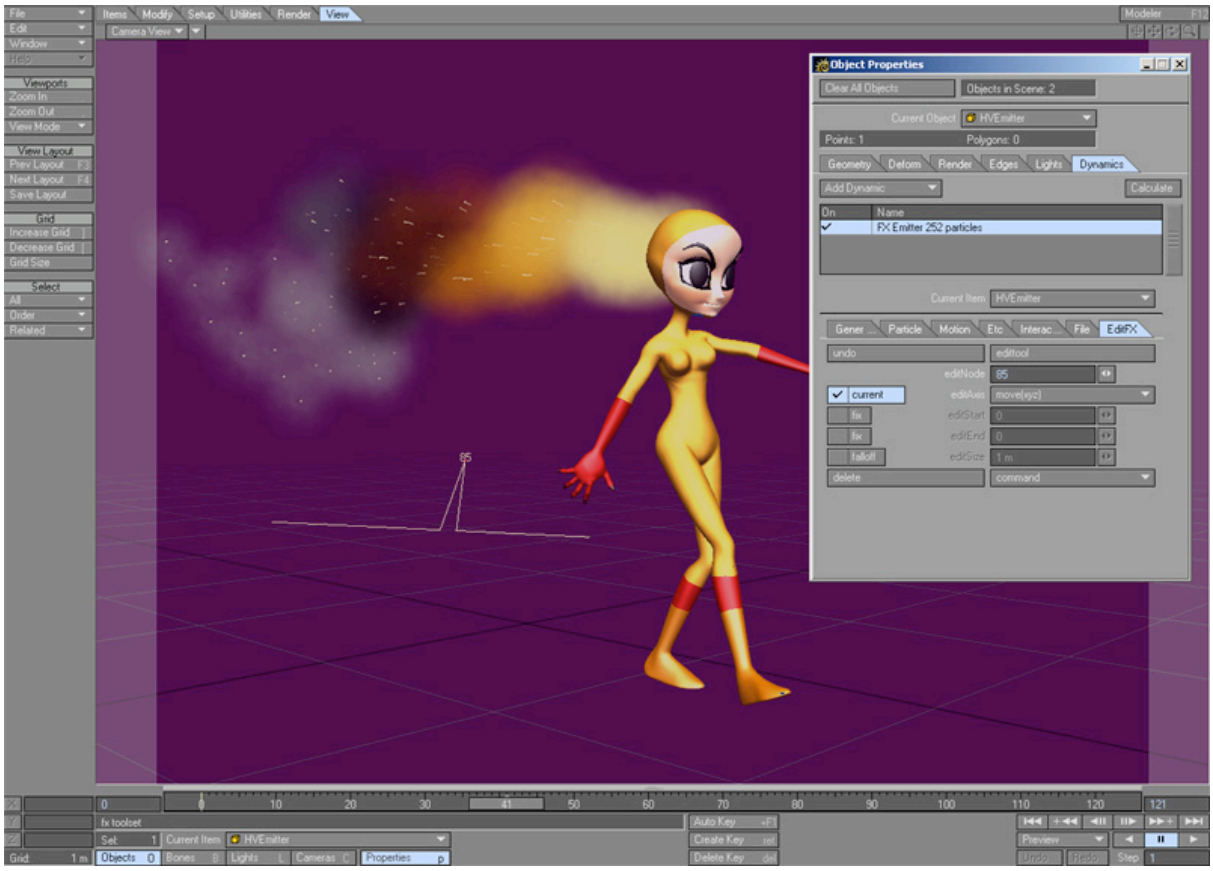
You might say that NewTek created desktop computer animation—on the Amiga, before Macs and PC had even discovered color. Some of your favorite TV series, like Star Trek and Babylon 5 (which won the FX Emmy for its pilot episode), came to life in LightWave. Film credits include Lara Croft Tomb Raider: The Cradle of Life, The Matrix Reloaded, Star Wars Episode II: Attack of the Clones, Black Hawk Down, Lost in Space, Titanic (Visual Effects Academy Award Winner), and The X-Files (Visual Effects Emmy Award Winner). And that's the short list.

As with most complex programs, we found parts of LightWave marvelously intuitive and other parts frustratingly elusive. However, our major complaint is that LightWave only runs with a hardware device called a dongle hogging one of your computer's USB ports. If you switch between your desktop and laptop, or take work home, you must bring the dongle with you. We didn't like dongles on the Amiga, and we like them less now. (At least most Amiga dongles had a pass-through, so that the device didn't tie up a port.) We understand the need to protect intellectual property against piracy, but prefer solutions that don't penalize the legitimate user.

Nevertheless, this is still a great program, with an abundant stock of Web tutorials, from the simple to the specific, to guide you up the learning curve. LightWave just released version 8, with several new features—such as improved character animation and optimized speed—which make the program more exciting than ever.

For Openers

To get started with LightWave, open your project in the Layout Window, but Quick Launch the Modeler window to build your animation's "assets." The default Modeler window shows four viewports—top, back, right, and perspective—but you can independently change the view or rendering style of any viewport.



Rendering choices include wireframe, shade, texture, flat shaded (shows all edges of all polygons), stretch (combines the wireframe and "flat shaded" views), wireframe stretch (overlays the wireframe lines with smooth shading), or smooth shade (does not show vertices, but allows you to set many surface settings). You also can set grids and assign backdrop images for each viewport. Layers are numbered and can be named.

You can load several objects into the Modeler at one time and switch between them from a pop-up menu. Multiple layers let you isolate and work on the individual components of your creation. Boolean functions (which place your base object in the active layer and use the geometry in the background as "cutting data") and "rail" extrusions, however, employ multiple layers. Modeling tools include Squash and Stretch, the Hybrid Inverse/Forward

Kinematics engine, a flexible Inverse Kinematics system, Free-form and locked IK goals, and separate animated channels. Among the new modeling tools in LightWave 8 are improved soft body dynamics, rigid body dynamics, cloth dynamics, and bone dynamics. The Modeler also has new selection modes, including Select Loop, Select Poly, and Select Outline.

New layer tools include Clone2 Layer, which improves on previous cloning tools by letting you place clones in multiple layers; insert layer, which lets you insert a new layer between two existing layers; delete layer, which deletes the selected layer and moves lower layers up; and Object Collapser, which condenses all selected layers into one.

You can use the layer buttons to work with layers in banks of 10. Multiple layers can be active. Layers can be in the foreground (active) or background (visible, but can't be edited).

"Vertex maps" let you control data for such aspects of your model as texture, weight, and morph. You can edit a model's points, the entire polygon, or any user-defined area. The selection information window shows how many points or polygons you have selected. Use the Viewport Navigation tools to move, zoom, or rotate around the object. Set the Alert Level to Beginner, Intermediate, or Expert to receive warnings for such things as "improper object vertices."

Layered Textures

LightWave allows any number of layers of texturing for an object or surface, and lets you control how the layers are combined in the final renders. Textures can be colors, images, or any of dozens of included procedural settings. Textures can be applied for color, bump, or displacement, using a projection or UV mapping.

Subdivision Surfaces let you convert between polygons and subdivision surfaces at any time, to change your model from a faceted rough to an organically smooth sculpture. "Intelligentities" offer Endomorphs (which allow morph data to be stored in the object file so changes can be made to the base model without disturbing targets), Skelegons (which allow creation and editing of bones within geometry), and MultiMeshes (which provide a layered object format with unlimited layers). Also, Atlas mapping provides automatically generated UV maps that reduce texture stretching.

In version 8, LightWave 3D adds an entire new suite of bone editing tools. These include Joint Move, Tip Move (which lets you pull the tip of a bone while LW adjusts child bones accordingly), Bone Connect (which connects any two bones), and Bone Edit.The new Morph Mixer offers more control for object morphing, including character animation.

Petronas Tower **Copyright John Beam**

LightWave also features gradient textures that allow texture values to be based on distance to objects, slope, bump height, camera/light incidence, and more.

Of course, as in comparable tools like 3ds max, you have animatable metaballs, metafaces and metaedges, with direct control over polygons, vertices, and patches. Color data can be painted, assigned, or "baked into" each point of the model file (Vertex Shading). The Symmetry tool helps you rapidly create characters. You can airbrush between morphs, flatten layers, and even save layers as objects.

Cel Shaders help you achieve the look of traditional animation. Super Cel Shader and the BESM ("Big Eyes Small Mouth"—as in Anime) feature help deliver smooth-shaded rendering with a "hand-painted" look.

The Aligner, Sizer, and Dangle modeling tools help with modeling to scale and relational modeling between multiple objects (particularly useful in industrial design). Rail Modeling tools allow interactive scaling, rotating, and stretching from the curve tool. High Dynamic Range Images (HDRIs), used with Radiosity, help produce lifelike environmental lighting by photo-realistically casting light.

SkyTracer 2 offers real-world parameters for setting up atmospheric effects, including sun and cloud, light scattering, and absorption. Adjust the time and location settings to simulate the sun rising or setting—on this world or some other.

Sasquatch Lite creates grass, fur, hair, leaves, and more. You can fine tune the coarseness, frizziness, length, "fall" direction, color, shadows, and more. Create long-strand fiber objects, such as hair or grass skirts, using chains of two-point polygons. Then use Motion Designer to supply natural movement, complete with wind and gravity effects. Long hair can include knots, bows, or even braids.

As a true, real-time subdivision surface modeler, LightWave provides interactivity tools such as bevel, smooth shift, and more, to make modeling like sculpting with digital clay.

Motion Mixer is a non-linear animation system for blending curve tracks. Use it for blending motions, endomorphs, or any animatable parameter. Load and save Hierarchical

Motion (HMOT) data (such as walking, running, jumping), containing all relevant components, motions, and channels for a character group. Use transitions to mix and blend motions together. Define them as "actors" and use a timeline to stretch, trim, move, and scale motions to produce the movement and timing you want. Animate once, customize endlessly.

LightWave's P.A.V.L.O.V. (Parameterized Animated Values Linking Objects and Variables) capability can reference all animated items in a scene. Link them or let one drive another.

You can position and scale motions and groups of channels in the track view, and blend multiple motion tracks together into a user-definable curve. You have Absolute and Relative Offset motions settings and can select by Descendants, Hierarchy, Actor, or Motion.

LightWave integrates soft-body dynamics to create flowing movement for cloth, Jello, flesh, or hair. Select from materials such as cotton, silk, or rubber, and customize the characteristics of your materials. You can adjust settings to account for gravity, wind, and more.

The integrated ParticleFX Systems create explosions, fire and smoke, using wind, gravity and collision effectors, or simulates fluid dynamics and crowd simulation with inter-particle collision calculations. Particle spawning from a "parent" allows a single particle to become a complex emitter. Effects Grouping allows you to isolate particular wind, gravity, or collisions and allows emitters to affect or disregard each other. Particles retain such properties as size, weight, resistance, lifetime, vibration, and adherence to the motion of the parent item. Add HyperVoxels to create volumetric effects, such as liquids, fire, smoke, dust, ash, gelatin, rusted materials, or clouds.

The Spreadsheet Editor makes mass scene changes quickly on a track-view timeline. Edit sections include Bone Properties (Influence and Effect), Light Properties (Basic, Flags, Type Specific, and Shadows), Object Properties (Geometry, Morphing, Displacement, Render Options, Render Flags, Edges), Motions Options (IK, Controllers, and Limits HPB), Names and Statistics, Tags, and Channel Values. You can define a range of frames for Dopesheet editing. Version 8, unlike previous iterations of LightWave, offers full

The Function Curve Editor's OpenGL interface allows quick editing of hundreds of curves and thousands of keyframes in real time. Handle data-rich curves such as Match Footprint, Time Slice, Key Reduction, Curve Filtering, and Key Bins. Work with multiple curve types, including Linear, Bezier, Stepped, Hermite Spline, TCB, with multi-select and editing of heterogeneous curve types, including a key roll option, interactive key copy, and more.

Rendering

LightWave's list of rendering features almost defies listing. They include the Sasquatch rendering engine (for hair, fur, grass and foliage); SkyTracer (that even boasts SunSpot control); Digital Confusion (to add depth-of-field effects, including rendering of hidden geometry for accurate background blurring and optional iris shapes, which match various camera styles); HyperVoxel texture effects (including Dissolve and Expand, and Velocity Translate to create realistic smoke and fire); Sprite mode (for volumetric lights—reduces render times up to 500%); soft reflection/refraction; and the "baking" of color, illumination, shaders, radiosity, caustics, and diffusion into UV-defined image maps or point maps. You can render up to 16,000x16,000 pixels, with stepped, vector-based, and hybrid-motion blur types.

LightWave's Virtual Darkroom simulates film and print exposures. Shading noise reduction improves shadow quality and lowers render times. VIPER (Versatile Interactive Preview Renderer) lets you make rapid changes to textures, lights, backdrops, volumetrics, and HyperVoxels without re-rendering the scene.

Layout

To synchronize (and transfer your models to) Layout, you activate the LightWave Hub. In Layout, you can stage your animation, add lights and cameras, and then generate images and animations. LightWave lets you create keyframes, or let Auto Key do most of the work. Here you can create Preview Animations without rendering.

Layout items are grouped into objects, bones, lights, and cameras. Buttons on the Toolbar change to reflect the applicable tasks. "Info Display" lets you read, or change, an object's position or rotation. The Layout workspace, in the center of your screen, opens with one light and one camera, and with one or more viewports. New layout features in version 8 include improved character animation setup and controls; foremost among them are the bone editing tools mentioned earlier.

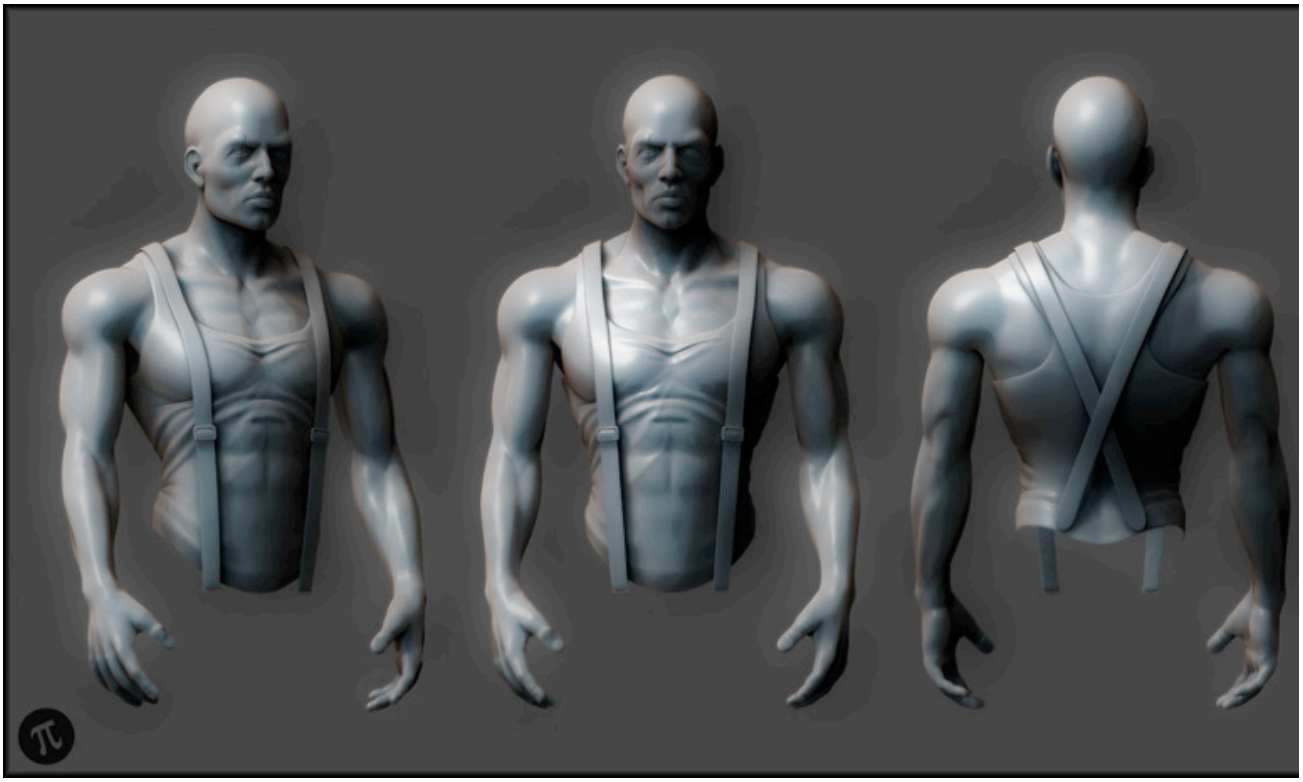
LightWave aims to ensure broadcast-quality color depth with rendering engines that account for radiosity, caustics, HyperVoxels, soft reflections and refractions, Voxel Baking, and the Digital Confusion depth-of-field filter. The Rendering Options Panel lets you determine how realistic your model will look, from wireframe test objects to full raytraced final images. You can choose to render a single image or a complete animation.

You can set the program to beep when it finishes rendering a frame or select Automatic Frame Advance to render an entire range without stopping between each image. Activate a Render Status window to display the image as it is generated.

Users with multiple systems can engage the "multithreading" option by which NewTek means distributing rendering among all supporting PCs on the network. The distributed rendering program packaged with Lightwave controls up to 1000 CPUs. Each CPU takes a frame, renders it, and then grabs the next frame in the animation until the scene is complete. At render time, you can specify any combination of individual frames.

The Data Overlay option lets you place a title in the lower corner of the rendered image. The Serial Port Recording option sends each frame, as rendered, to a single-frame recorder, such as a VTR deck.

An included SDK module offers the LScript integrated scripting system with its own command window. Among other options, you can install scripts as toolbar buttons.



Fish, Smoking Vultures and Strong Man By PiSONG www.pisongdesign.com

Tombstone Of The Month

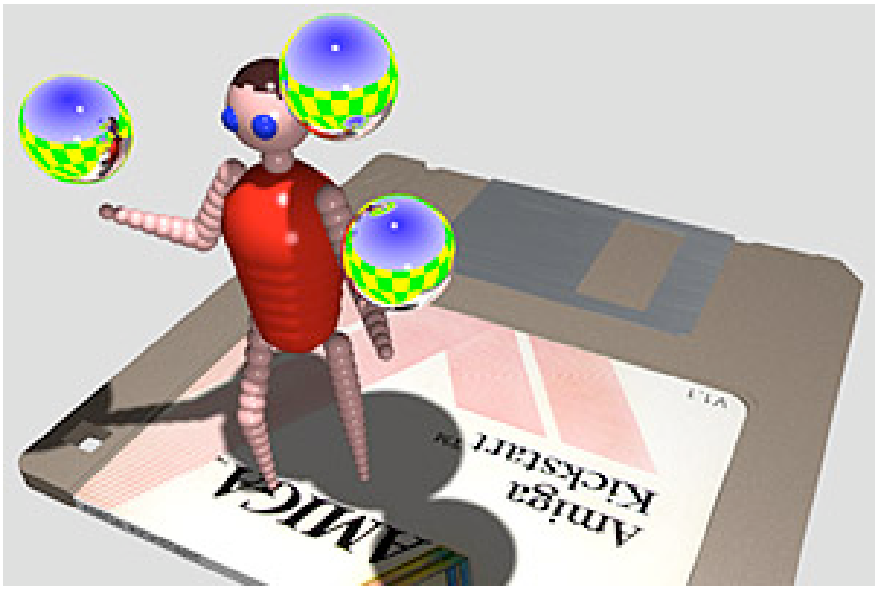
Byte by Byte

Tombstone of the Month focuses on old software companies that are no longer alive and works to try and understand what went wrong to assist and help others not repeat past mistakes.

This month we have an exclusive interview with Dr. Eric Graham. Creator of the Juggler animation on the Amiga computer and Sculpt Animate 4D on Amiga OS & Mac OS Classic.

BillP: Eric could you please introduce yourself.

My first brush with computer graphics was in the very distant past. In 1966 I had access to a Feranti Atlas which was then considered a supercomputer, though in most ways it fell way short of today's Celeron laptop. The only output was either a line-printer or punched paper tape, so its potential was greatly limited. Still the idea of creating a virtual world was just too tempting so I put together a crude ray tracing program that handled spheres, cubes, cones and lights. After debugging it, I only ran it once on a simple scene. It generated a punched tape that when fed into FlexoWriter typewriter produced an 'image' of about 100 x 70 pixels. Each pixel was printed by overstriking letters, for example an O, W and M created a pretty dark pixel, while a single period was just a bit off white. ASCII art, in other words.



Next came the early personal computers, some had primitive bit mapped graphics. The real breakthrough came with the Amiga, it had 4096 colors compared to 4 on the PC (two of which were black and white). Finally we could make afforable color graphics. One of the first things I did with my Amiga was to write a simple ray tracer. It only supported spheres, lights, a camera and a ground plane, but it could handle reflections. At a resolution of 320x240 it took about an hour to render an image. Naturally the next thing to try was animation, but the Amiga just wasn't fast enough to copy a screen's worth of data in 1/30 sec needed for an animation. I figured out that if I only had to update about 1/5 of the pixels then I could get the Amiga to display a full screen animation. My Juggler demo showed that this worked.

Unfortunately spheres are not the best building blocks to work with, but triangular facets were ideal. Given enough of them, you can approximate any surface. That was the birth of Sculpt 3D. The first version took me about 9 months to finish, and it was marketed by Byte by Byte Corp, then a leading Amiga hardware vendor. Over the next 8 years or so, features were added and the product migrated from the Amiga to the Mac. Most amazing was the quality of the images produce by thousands of accomplished artists. I had produced a simple paint brush and now talented people were using it to make wonderful creations. After Sculpt, I worked with the Ray Dream team and was part of the group that produced Carrara, which was based in part on both Ray Dream and Infini-D. Most of my work was related to vertex modelling, and I was able to add power tools to make complex models.

Since then I've worked on a variety of projects both large and small, but my true love is still bringing computer graphics to the hobbyist. Modern graphics cards designed for games allow hugely complex scenes to be rendered in real time. Just as when the Amiga heralded an age of photorealistic images, today's computers allow us to make and enter our own virtual worlds. If only we had the right software- and that is my current project.

Interview

BillP: What was your first computer graphics experience?

Eric: After the crude ascii raytraced graphics, my first taste of custom graphics hardware was with the IBM 2250 (http://www.columbia.edu/acis/history/2250.html), a $100,000 peripheral attached to an multi million dollar 360/95 owned by NASA. The whole set was a lot less capable than todays $600 Celeron laptops. Back then it was considered so desirable we had to book it by the minute and there was never enough time

BillP: What made you interested in programming 3D animation software and what attracted you to the Amiga?

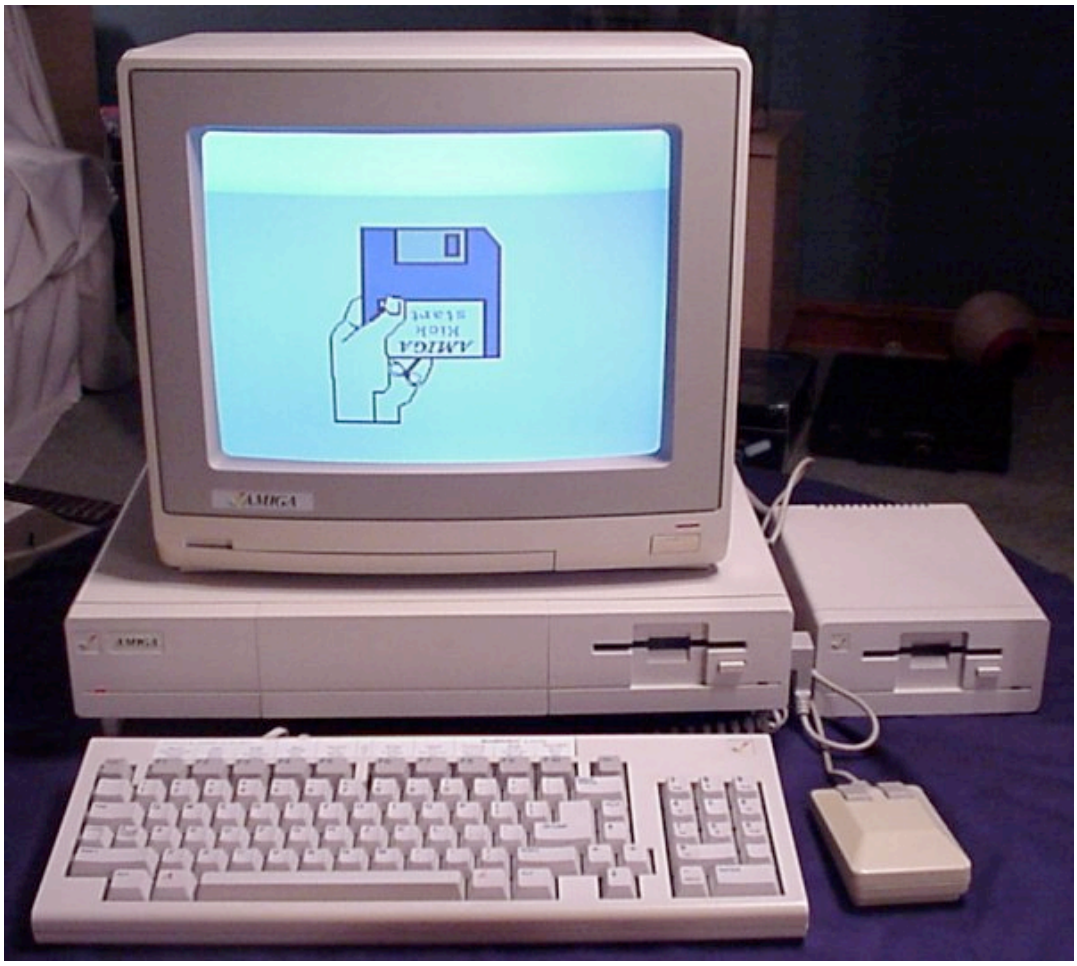
Eric: I had written a business graphics package called GrafTalk which ran under CP/M and it did some simple 3D graphics- bar and pi charts- but output was limited to plotter hardcopy. But it did revive my interest in 3D graphics. As soon as the Amiga appeared, I realized it was ideal for photorealistic rendering for the hobbyist.

BillP: What was your first Amiga like, what excited you about it?

Eric: First the graphics, and second the elegant operating system.

BillP: What development tools did you find best to use for that era of programming on Amiga?

Eric: I used a C compiler and a home made text editor. Early development of Sculpt 3D was done on an Amiga 1000 with 2 floppy drives and no hard drive. It took up to an hour to compile the whole program.



BillP: What other software if any did you use on the Amiga when you were not programming?

Eric: Not programming? That was mostly all I did- and still do. I do recall DPaint and the Fish collection of public domain apps and demos.

BillP: How did you feel about the overwhelming reception that the Juggler animation got?

Eric: I knew it would be big by the reaction of my Amiga friends in Albuquerque, but I never guessed how quickly it would spread.

BillP: Did Commodore give you any feedback on Juggler, you may have been responsible for selling more Amiga's then Commodore's marketing the year Juggler came out.

Eric: Initially they were suspicious. Someone claimed I did it on a Cray supercomputer (I did have access to one, though it was nowhere near as much fun as the Amiga). To satisfy their legal department that it was legitimate, I sent them a version of the code that generated the images, it was very small, a few hundred lines of code. They ran it, and after 24 hours of running it generated the Juggler demo. Then they believed!

BillP: Sculpt 3D help shape a new category of creative software that personal computer owners could afford. How were sales in those early pioneering years of 3D animation software?

Eric: Despite a huge piracy rate (at one user group meeting, 90% or the audience admitted to having a pirated version) it sold very well. Over the years the price went up and the total revenues declined somewhat. I was able to live comfortably, but not extravagantly for the 7 or so years of the product's life.

BillP: What personally accomplishments in Sculpt Animate 4D are you most proud of.

Eric: I'm most proud of what people did with it. In many ways it was a primitive tool, yet artists like Brian Galivan and many others that followed were able to create quite amazing images.

BillP: Did moving the software to Macintosh help sales or development of the package?

Eric: It certainly extended the life of the product. I'm a big Mac fan, so was glad to see it on that platform.

BillP: What happened to your publisher Byte by Byte?

I severed my connection with them in 1996, and I haven't seen much activity after that date.

BillP: Do you think Byte by Byte got out of the Amiga market too soon?

I think it was the right business decision, although I will always have a soft spot for the Amiga and was sorry to see the end of the Amiga versions of Sculpt.

BillP: Looking back how do you think things could have been handled differently so that Byte by Byte could be around today ?

Eric: Business is a mystery to me, I have no expertise or skill in that area. The only company that I was involved with that could truly be called a success was RayDream. They mixed technical excellence with very savvy marketing, they kept prices low and volume high. Unfortunately they were taken over by a less successful company.

BillP: Tell our readers more about your plans on the next renaissance in computer rendering/animation software taking advantage of the GPU's in today's modern video display cards.

Eric: Today's graphics are amazing, and will continue to improve. The only thing lacking is suitable content. I think we need to get the right tools in the hands of independent developers and hobbyists. Machinema is a start, but we've seen nothing yet compared to what is to come.

BillP: Since modern Amiga's like the Amiga One, Micro A1 and Amiga like systems (Pegasos II running MorphOS) use the same GPU video display cards from ATI and Nvidia would you ever consider supporting Amiga OS again?

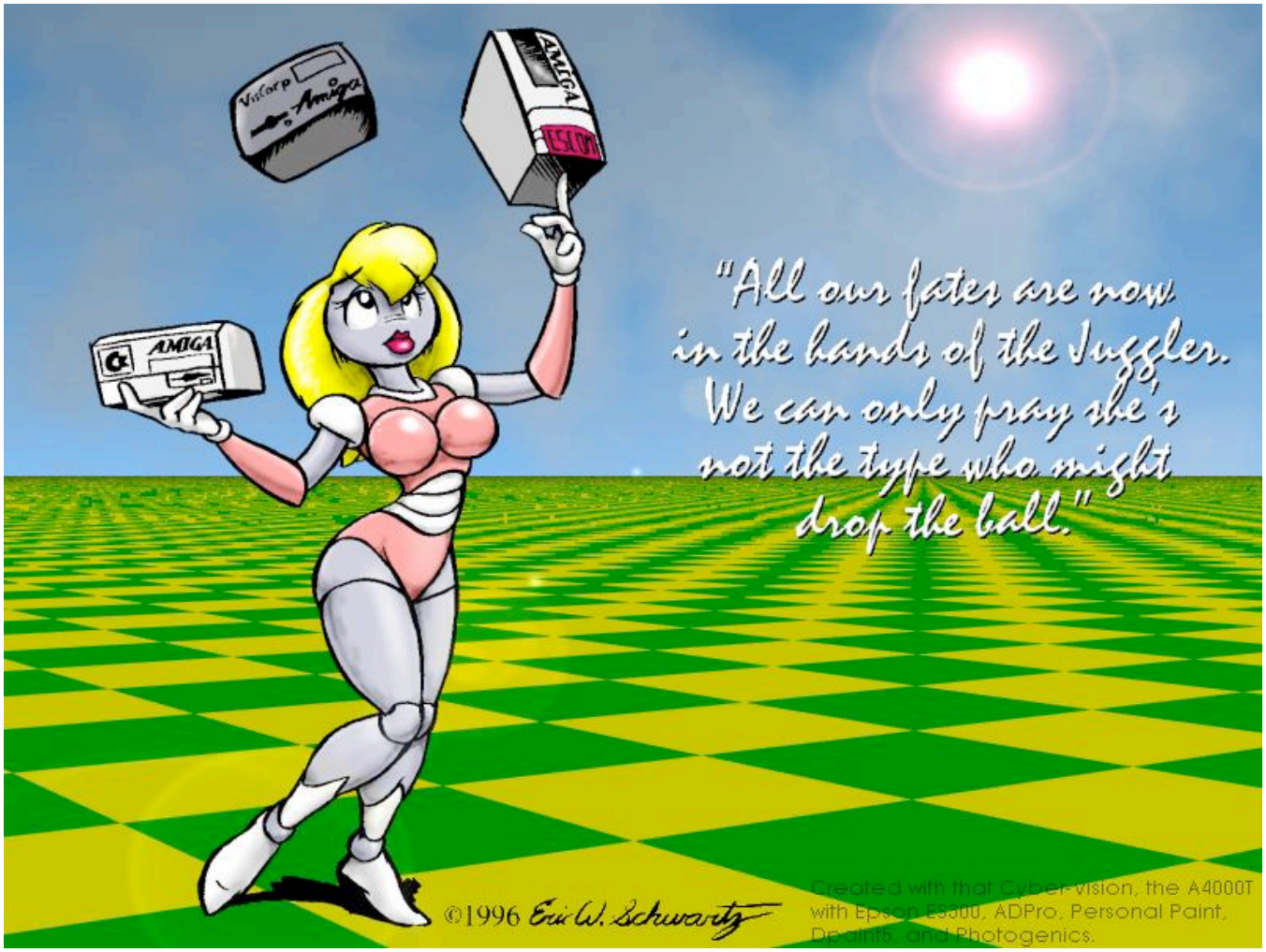
Eric: I'd like to, but it would only be feasible if they get an adequate market share. I had high hopes for the BeBox. Even the Mac market share is too small to attract the majority of developers.

BillP: What do you think of Amiga OS 4.0 and or MorphOS.

Eric: I wish them every success, they are keeping a wonderful tradition alive.

BillP: I tried Sculpt 3D on the latest version of Amiga Forever and it ran fast and was compatible. Have you tried Amiga Forever yet and what do you think of it?

Eric: No, but only for lack of time.

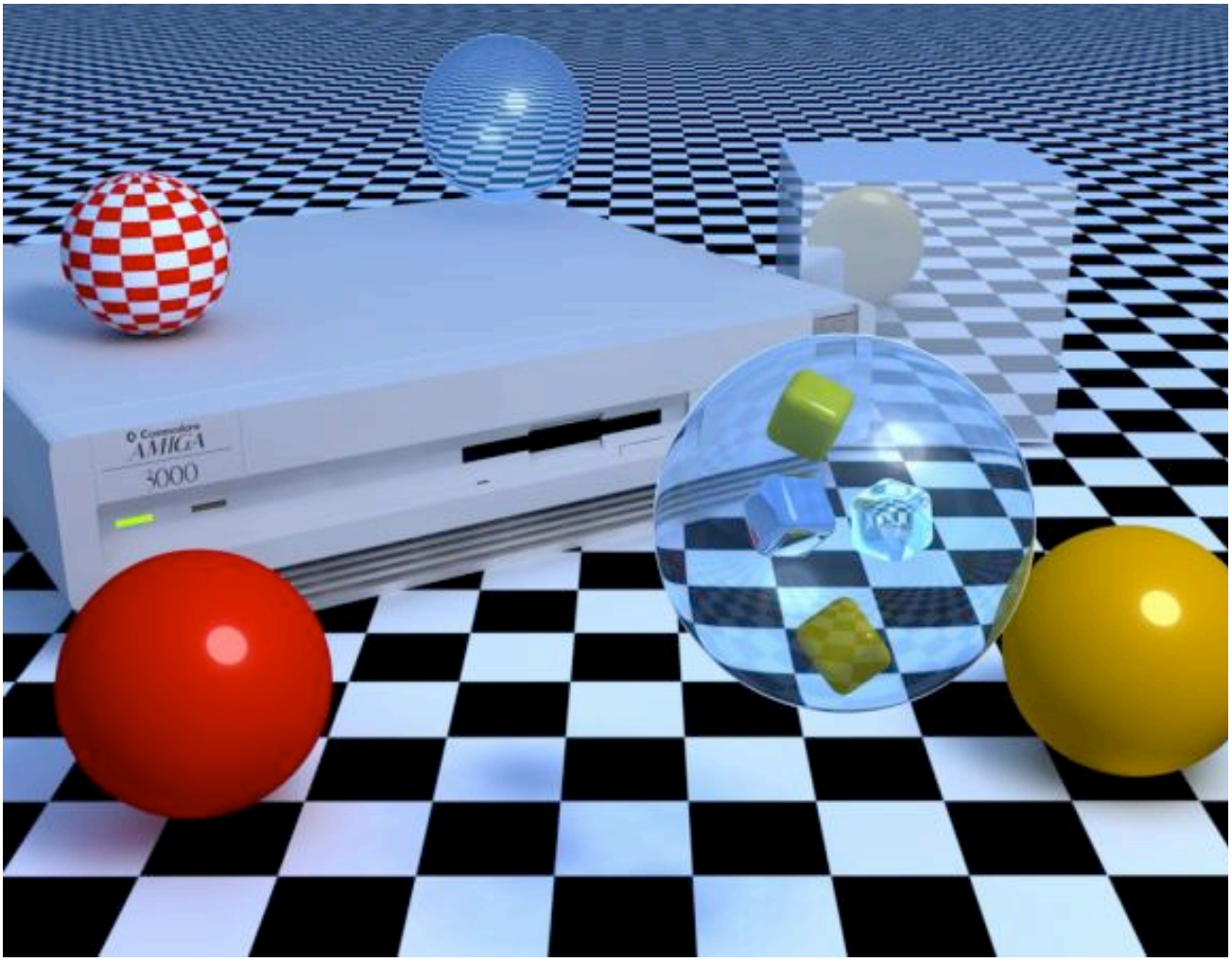

AMIGA
"All our fates are now in the hands of the Juggler. We can only pray she's not the type who might drop the ball."
©1996 Eric W. Schwartz
Created with that Cyber-vision, the A4000T with Epson ES300, ADPro, Personal Paint, Dpaint5, and Photogenics.

BillP: What would you like to see happen with modern Amiga systems.

Eric: I'd like them to regain the prestige and market share that they had in the late 80s.

BillP: Have we left anything out you would like to share with our readers?

Eric: Keep the faith. We need a replacement for Windows, and I'd like it to be a descendant of the Amiga.



iRod, Is the iPod the BMW Of MP3 Players?

The iPod has been around for a while but I only recently got one because my Nomad II was aging and dying a slow death. I had been avoiding the iPod because I thought it was a proprietary solution that only supported Apple's formats and not MP3 but I was wrong. Not only does it support MP3 but ripping your CD collection to the iPod could not be easier. After you use one for a few minutes you can instantly see what dedication and smart design ideas have gone into the product. It is very obvious that the designers of the iPod use it and understand what it is like driving down a highway and needing to change the music your listening to easily. You will quickly understand the jog dial and how to access your music, calendar, to do list and games. I hear that the iPod in part is based on the Newton. I am glad that great technology is being put to good use in some fashion. I have owned more than a few Newton's in the past. I was said the day Apple killed the Newton PDA and although it is still gone, it lives on in the iPod. iPod integrates with iTunes which is a killer app on Windows & Mac OS X. Your favorite songs are only .99 cents away. Now their is no excuse not to buy your favorite music and avoid the virus ridden P2P networks that make it hard to find quality versions of your favorite tunes. The iPod is so popular on the Microsoft campus that a memo was released banning the iPod from being displayed/used on campus by MS employees.

-BP

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Image created by
Maciek Zareba
with Photogenics

Sci-Fi FX

Shipping Soon for VT[4] & Amiga Video Toaster Flyer

More information @ www.discreetfx.com/sci-fifx.html

P.H.O. The Movie

Deep in the labs of DiscreetFX we have been hard at work researching and writing the script for our first movie. A documentary about the dangers of PARTIALLY HYDROGENATED OILS and what they become once they are in your body. Partially hydrogenated oils or P.H.O. are commonly found in processed foods like commercial baked products such as cookies, cakes and crackers, and even in bread. They are also used as cooking oils (called "liquid shortening") for frying in restaurants. Once they are in your body they turn into Trans Fats.

French fries, like many fried foods, may have high concentrations of trans fat.

Partially hydrogenated oils are not required for the production of any food. Food manufactures only use them to save themselves money and increase profit. Many food producers are slowly killing us to increase food shelf life and to grow wealthy. Trans Fats are slowly being removed from our food supply but mega-food corporations are resisting change to save a buck or two at the expense of our health. There are exceptions like Frito Lay for example. They have been very diligent about removing PHO from all of their products because of the health dangers. A least when you buy a pack of cigarettes you have a warning label. With P.H.O. you don't get that luxury. This film will be edited entirely on a VT[4] system in the spirt of the very successful movie Super-Size Me.

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Before we heard about Super Size Me we had grown tired of having to carefully read all the labels every-time we went to the grocery store and after we heard about that great film in 2004 we were inspired to try and do something about it. P.H.O. The Movie is the result of that inspiration and will present the subject matter in an entertaining way that is not boring or sleep inducing. We will use humor to try and keep things interesting, but the ultimate goal is to educate the public about this very dangerous and diabetes inducing substance. We will not be eating food with P.H.O. though, like the way they eat McDonald's in Super Size Me. Our movie is only inspired by S.S.M. and while it is funny. It is a very different movie. There atr grat books about PHO, great websites like www.bantransfats.com but no movie, until now.

We want to make it just a little safer for you and your children next time you shop at your local grocery store. We are working with a few companies in the food industry. That's right some of the food manufactures do in fact care about your health and are working to eliminate partially hydrogenated oils from their products. Some companies have been founded with great tasting and healthy food in mind in fact.

If we do a good job, hopefully this film will showcase that in fact great documentary's can be produced with VT[4], but that will be up to the film critics to decide. We will work hard to make sure that this is a film VT[4], Amiga Video Toaster Flyer and TriCaster owners can be proud of. If the film does well hopefully it will raise awareness and sales of VT[4] & TriCaster. Another reason we are doing this film is because my dad has had major health problems do to his diabetes, I believe that was caused in part to Trans Fat. So making this film is something we are very passionate about.

I remember vividly how he used to not eat right and stuff himself on a lot of processed foods when he was too busy to sit down to a normal home made dinner. He has paid the price because he had a kidney transplant, open heart surgery, and several other medical concerns. He is doing well now and is retired. He avoids P.H.O. at all costs now and I am hopeful he will stay healthy. Don't let this happen to you. Watch for P.H.O. The Movie in 2006 and learn about the danger at you local grocery store, restaurant and probably your pantry .

POLITICALLY CORRECT
By Jim Huber
LOOK! WE FOUND ANOTHER CHEMICAL WEAPONS FACTORY!
WILL YOU STOP SAYING THAT ABOUT EVERY OREO FACTORY WE PASS
Copyright © 2003, Jim Huber

-BP

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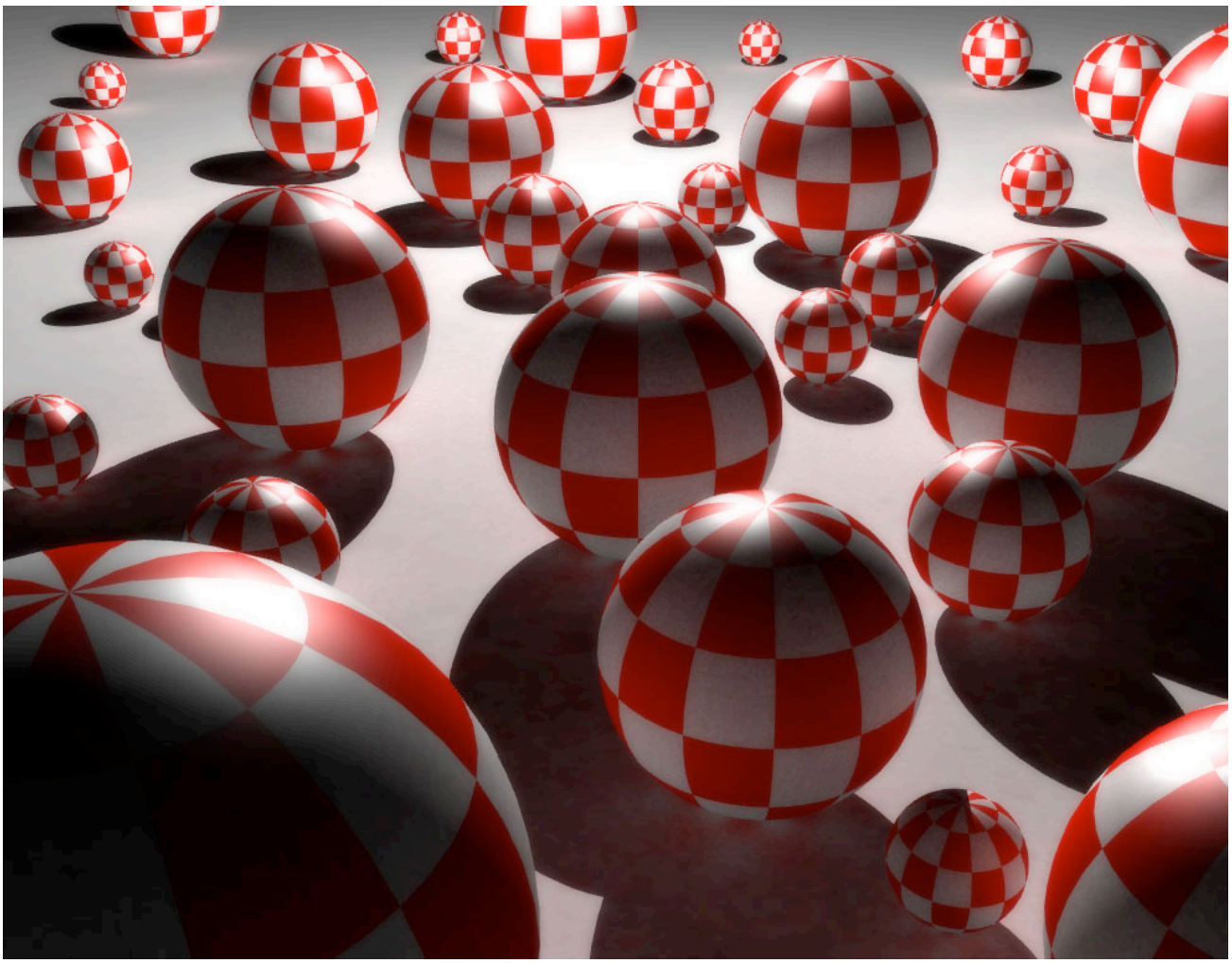

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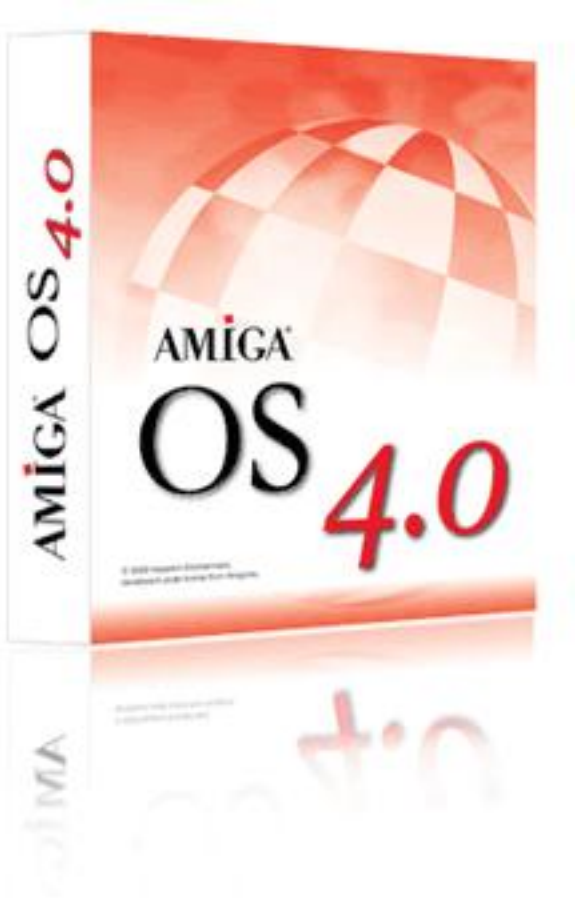
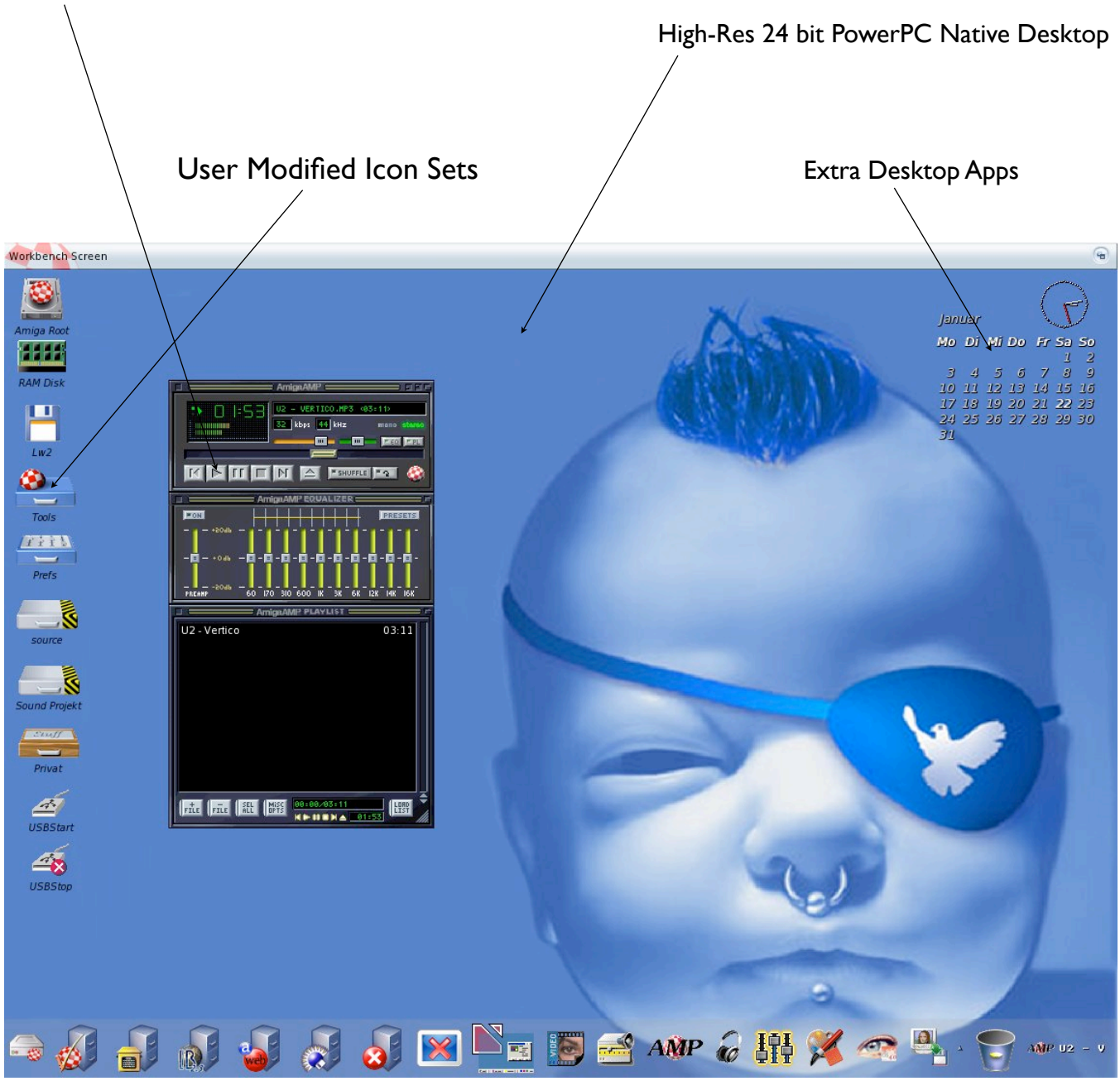
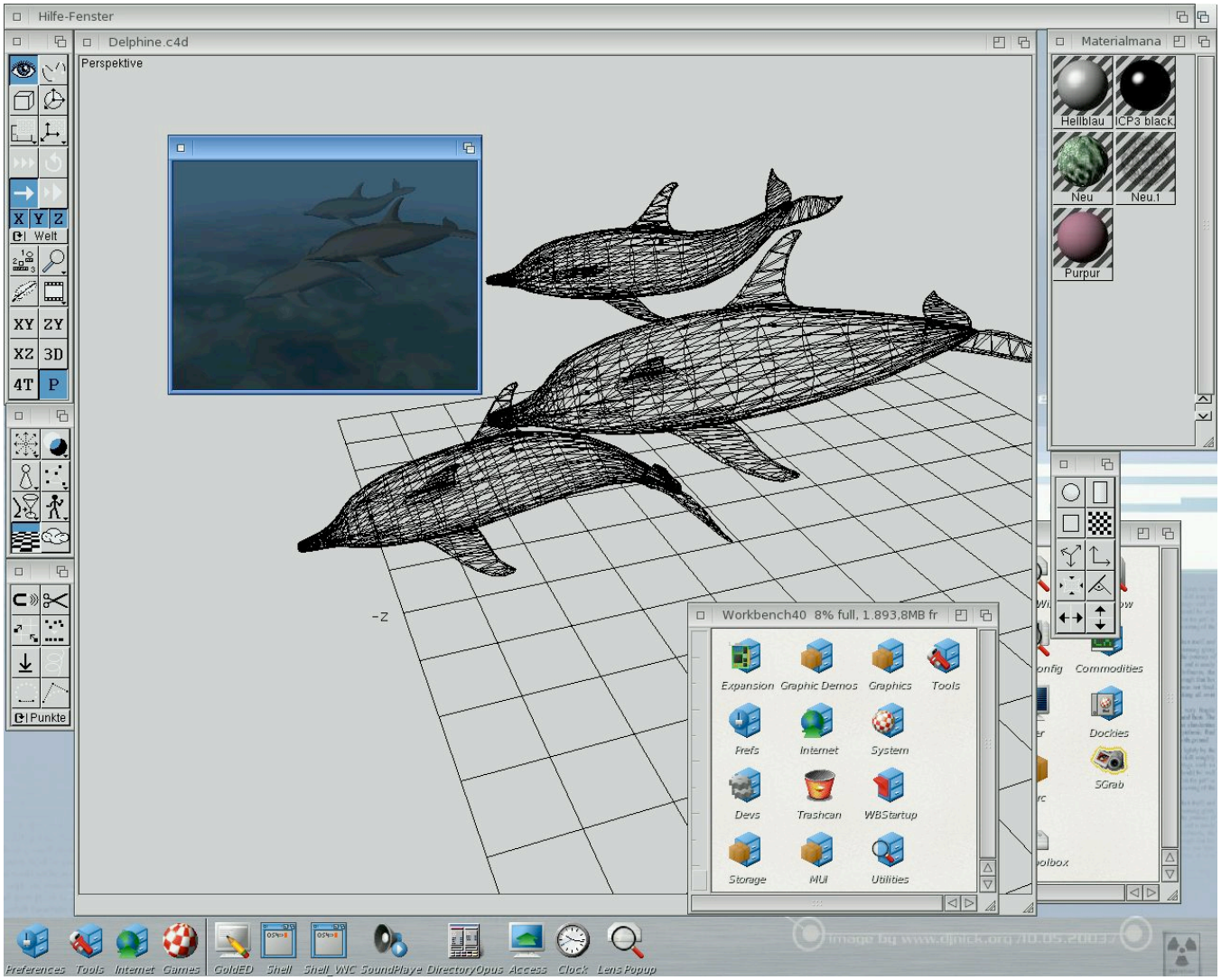
Amiga OS 4.0, First Look



Many said it would never come out, but here it is after a long development cycle. Amiga OS 4.0 is already shipping with all new orders of the Micro AmigaOne machine. Also owners of the Amiga One SE & XE can also get a copy of this PowerPC operating system for their G3 & G4 based systems. Believe it or not even if you have a classic Amiga 4000 or 1200 you can also run this brand new OS. A Phase5 PowerPC card is required on classic machines though. What has changed and what is new under the hood? The next three pages will show some screenshots and cover the basic features of this operating system. The OS is skin-able so the pictures included here only represent one configuration. Users all over the world have made their personal OS 4.0 install look as interesting or as bizarre as they want.

Standard, Mainstream Applications Like AmiAmp





Amiga OS 4.0 Running Cinema 4D

Screenshots from Ryu's Amiga OS 4.0 site http://www.intuitionbase.com/osscreen.php

More OS 4.0 Coverage Next Issue

Contributors This Issue

BILL PANAGOULEAS

KERMIT WOODALL

HOTTIE

DV CHIPS

STEPHEN ELLERIN

Sheet List

Adobe Premiere: This video editing application makes the cut on the sheet list this month for being so ubiquitous yet underpowered. Are there really over 1 million Premiere users worldwide? They are in desperate need of VT-Edit!

NEW PRODUCT ANNOUNCEMENTS

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OUR PROMISE

- Different than any other magazine
- Humorous and *honest reviews.
- Published: “When we feel like it!”
- Never stuffy or boring.
- *Unless we review a DiscreetFX product or service.

Aesthetic Power?

DiscreetFX recently got a PowerMac 2.5 Ghz Dual G5 and I am happy to say it was a pleasant surprise. Gone is the old single tasking and very dated Mac OS 9. In it's place is a mixture of Unix (FreeBSD), Next & a new GUI (Aqua) that is much nicer then Mac's in the past. The operating system is fast, responsive and never bogged down by spyware or ad-aware. If your not a gamer the software that matters is available for OS X. In fact there is a ton of software available, much more then you would think. Dreamweaver 2004 MX is available as is Lightwave 3D 8, Maya, Quicken, Firefox and many more applications. Apple is very much into anesthetic's and that is fine to a point. When it limits functionality though aesthetics can be a bad thing.

For the sake of design and looks Apple only gives you one DVD-Burner on their top of the line Mac. Because they want to maintain a certain type of look you can't even add a 2nd DVD-Burner via the bays in the front. In fact nothing can be added to the front bays, they will forever remain unused due to Apple keeping a certain style. Also, something that comes standard on most computers today is a internal media reader so you can copy pictures you took on vacation to the computer to edit and or print. Apple has been striving to be the premiere company for video editing/ graphics since Commodore died. And every Mac does come with iPhoto, iDVD & iTunes . I would really like to see Apple release a Media centric PowerMac with built in media readers for Compact Flash, Memory Stick, SD, Etc. and a dual DVD just like many PC systems, Sony Vaio is one example of a machine that has this. Then Apple could be a media/photø/video based system in every-way. Style is not about limiting what you can do with your system. Oh and how about adding a eject button to the DVD-ROM drive too! We think that dragging a DVD to the trash to burn it is so funny. Ahhh, the legacy of the floppy.

DiscreetFX's Sony Vaio

-BP

We Sure Hope You Enjoyed This Issue!

Image By Brad Krause, Radiance Media http://www.radiance-media.com

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- Hands On with Tricaster
- More P.H.O. Movie Coverage
- 3D Logo Arsenal Review
- Continued Amiga OS 4.0 Preview
- Model T Computing Article
- And Much, Much More

TSUNAMI VT[4] Workstations
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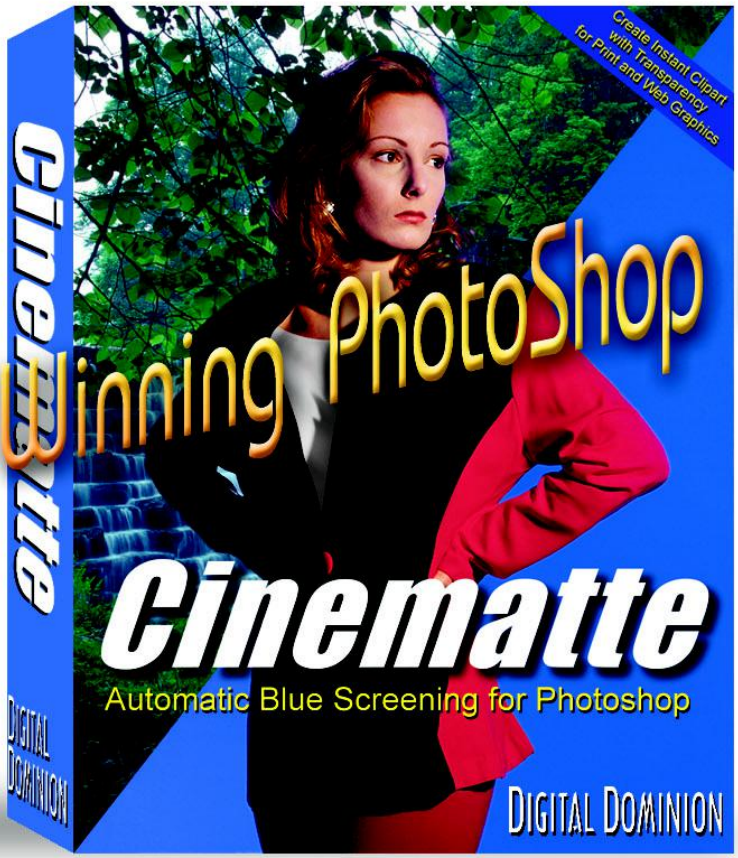

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